

AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions of claims in the application.

1. (Currently amended) A method comprising:
 - receiving context data as a music signal,
 - analyzing the music signal in response to actual game data,
 - generating electronic game control data on the basis of the analysis of the music signal, and
 - executing the game according to the generated control data.
2. (Previously presented) Method according to claim 1, wherein analyzing the music signal includes analyzing tempo of the music.
3. (Currently amended) Method according to claim 1, wherein said ~~receiving context data further comprises processing of context data~~ analyzing the music signal in response to actual game data includes determining at least one threshold value for at least one game control parameter.
4. (Currently amended) Method according to claim [[3]]1, wherein said ~~processing of context data is performed~~ analyzing the music signal in response to actual game data includes determining a set of limits for at least one set of game control parameters.
5. (Currently amended) Method according to claim 1, wherein said context data further comprise sensor data.
6. (Previously presented) Method according to claim 1, wherein analyzing the music signal includes analyzing musical notes of the music.
7. (Previously presented) Method according to claim 1, further comprising receiving context data comprising visual data.

8. (Previously presented) Method according to claim 1, wherein said context data are used to control two or more timing parameters of the electronic game.

9. (Previously presented) Method according to claim 1, wherein said context data are used to control events in said electronic game.

10. (Previously presented) Method according to claim 1, wherein said context data are used to control actions in said electronic game.

11. (Currently amended) A computer readable medium storing a computer program comprising program code that when executed on a computer or network device performs a process comprising:

- receiving context data as a music signal,
- analyzing the music signal in response to actual game data,
- generating electronic game control data on the basis of the analysis of the music signal, and
- executing the game according to the generated control data.

12. (Canceled)

13. (Currently amended) Analyzer module comprising:

- an interface connectable to a data source for receiving context data as a music signal,
- an interface connectable to a game execution processor, for outputting game control data, and
- a processing unit for analyzing the received music signal in response to actual game data and generating said game control data in accordance with said received music signal context data.

14. (Previously presented) Analyzer module according to claim 13, wherein said analyzer is

incorporated in a synthesizer module.

15. (Currently amended) ~~Electronic gaming~~A device comprising:

a first processing unit for executing an electronic game,

an interface for connecting to a data source for context data wherein the context data includes music signals,

a second processing unit for analyzing the music signal context data in response to actual game data and generating game control data on the basis of said analyzed music signal context data, said second processing unit being connected to said interface for receiving said music signal context data, said second processing unit further being connected to said first processing unit for transferring generated game control data to said first processing unit, and

wherein said first processing unit is adapted for executing an electronic game according to said received game control data.

16. (Currently amended) ~~Electronic gaming~~The device according to claim 15, further comprising a storage for storing of context data or game control data.

17. (Currently amended) ~~Electronic gaming~~The device according to claim 15, wherein said connection between said first and second processing units is a two-way connection.

18. (Currently amended) ~~Electronic gaming~~The device according to claim 15, further comprising at least one sensor connected to said second processing unit.

19. (Canceled)

20. (Currently amended) ~~Electronic gaming~~The device according to claim 15, further comprising an interface for accessing visual data.

21. (Currently amended) ~~Electronic gaming~~The device according to claim 15, further comprising a limiting device connected to said first processing unit for limiting the execution of

said electronic game according to said received game control data.

22. (Currently amended) ~~Electronic gaming~~The device according to claim 15, wherein said ~~electronic gaming~~ device is a mobile gaming device.

23. (Currently amended) ~~Electronic gaming~~The device according to claim 22, wherein said ~~electronic gaming~~ device further comprises a cellular telephone.